

## **In the Specification**

Support for the amendment may be found within the amended paragraphs and figure 4 as filed. no new matter is believed to be added.

Kindly amend as follows:

[0097] Exemplary Computer Environment

[0098] The various components and functionality described herein are implemented with a number of individual computers. FIG. 4 shows components of typical example of such a computer, referred by to reference numeral 400. The components shown in FIG. 4 are only examples, and are not intended to suggest any limitation as to the scope of the functionality of the invention; the invention is not necessarily dependent on the features shown in FIG. 4.

[0103] With reference to FIG. 4, the components of computer 400 may include, but are not limited to, a processing unit 404, a system memory 406, and a system bus 408 that couples various system components including the system memory to the processing unit 404. The system bus 408 may be any of several types of bus structures including a memory bus or memory controller, a peripheral bus, and a local bus using any of a variety of bus architectures. By way of example, and not limitation, such architectures include Industry Standard Architecture (ISA) bus, Micro Channel Architecture (MCA) bus, Enhanced ISA (EISA) bus, Video Electronics Standards Association (VESA) local bus, and Peripheral Component Interconnect (PCI) bus also known as the Mezzanine bus.

[0104] Computer [[500]]400 typically includes a variety of computer-readable media. Computer-readable media can be any available media that can be accessed by computer [[500]]400 and includes both volatile and nonvolatile media, removable and non-removable media. By way of example, and not limitation, computer-readable media may comprise computer storage media and communication media. "Computer storage media" includes both volatile and nonvolatile, removable and non-removable media implemented in any method or technology for storage of information such as computer-readable instructions, data structures, program modules, or other data. Computer storage media includes, but is not limited to, RAM, ROM, EEPROM, flash memory or other memory technology, CD-ROM, digital versatile disks (DVD) or other optical disk storage, magnetic cassettes, magnetic tape, magnetic disk storage or other magnetic storage devices, or any other medium which can be used to store the desired information and which can be accessed by computer [[510]]400. Communication media typically embodies computer-readable instructions, data structures, program modules or other data in a modulated data signal such as a carrier wave or other transport mechanism and includes any information delivery media. The term "modulated data signal" means a signal that has one or more of its characteristics set or changed in such a manner as to encode information in the signal. By way of example, and not limitation, communication media includes wired media such as a wired network or direct-wired connection and wireless media such as acoustic, RF, infrared and other wireless media. Combinations of any of the above should also be included within the scope of computer readable media.

[0105] The system memory [[530]]406 includes computer storage media in the form of volatile and/or nonvolatile memory such as read only memory (ROM) [[531]] 412 and random access memory (RAM) [[532]]410. A basic input/output system [[533]]414 (BIOS), containing the basic routines that help to transfer

information between elements within computer 500, such as during start-up, is typically stored in ROM [[531]]412. RAM [[532]]410 typically contains data and/or program modules that are immediately accessible to and/or presently being operated on by processing unit [[520]]404. By way of example, and not limitation, FIG. [[5]]4 illustrates operating system [[534]]426, application programs [[535]]428, other program modules [[536]]430, and program data [[537]]432.

[0106] The computer [[500]]400 may also include other removable/non-removable, volatile/nonvolatile computer storage media. By way of example only, FIG. [[5]]4 illustrates a hard disk drive [[541]]416 that reads from or writes to non-removable, nonvolatile magnetic media, a magnetic disk drive [[551]]418 that reads from or writes to a removable, nonvolatile magnetic disk [[552]]420, and an optical disk drive [[555]]422 that reads from or writes to a removable, nonvolatile optical disk [[556]]424 such as a CD ROM or other optical media. Other removable/non-removable, volatile/nonvolatile computer storage media that can be used in the exemplary operating environment include, but are not limited to, magnetic tape cassettes, flash memory cards, digital versatile disks, digital video tape, solid state RAM, solid state ROM, and the like. The hard disk drive [[541]]416 is typically connected to the system bus [[521]] through a non-removable memory interface such as interface [[540]]426, and magnetic disk drive [[551]]418 and optical disk drive [[555]]422 are typically connected to the system bus [[521]] by a removable memory interface such as interface [[550]].

[0107] The drives and their associated computer storage media discussed above and illustrated in FIG. [[5]]4 provide storage of computer-readable instructions, data structures, program modules, and other data for computer [[500]]400. In FIG. [[5]]4, for example, hard disk drive [[541]]416 is illustrated as storing operating system [[544]]428, application programs [[545]]429, other program modules [[546]]430, and program data [[547]]432. Note that these components can either

be the same as or different from operating system [[534]]426, application programs [[535]]428, other program modules [[536]]430, and program data [[537]]432. Operating system [[544]]428, application programs [[545]]429, other program modules [[546]]430, and program data [[547]]432 are given different numbers here to illustrate that, at a minimum, they are different copies. A user may enter commands and information into the computer [[500]]400 through input devices such as a keyboard [[52]]434 and pointing device [[561]]436, commonly referred to as a mouse, trackball, or touch pad. Other input devices (not shown) may include a microphone, joystick, game pad, satellite dish, scanner, or the like. These and other input devices are often connected to the processing unit [[520]]406 through a user input interface [[560]] that is coupled to the system bus, but may be connected by other interface and bus structures, such as a parallel port, game port, or a universal serial bus (USB). A monitor [[591]]442 or other type of display device is also connected to the system bus [[521]] via an interface, such as a video ~~interface~~ adapter [[590]]444. In addition to the monitor, computers may also include other peripheral output devices such as speakers [[597]] and printer [[596]]446, which may be connected through an output peripheral interface [[595]].

[0108] The computer may operate in a networked environment using logical connections to one or more remote computers, such as a remote computer [[580]]448. The remote computer [[580]]448 may be a personal computer, a server, a router, a network PC, a peer device or other common network node, and typically includes many or all of the elements described above relative to computer [[500]]400, although only a memory storage device [[581]] has been illustrated in FIG. [[5]]4. The logical connections depicted in FIG. [[5]]4 include a local area network (LAN) [[571]]450 and a wide area network (WAN) [[573]], but may also include other networks. Such networking environments are

commonplace in offices, enterprise-wide computer networks, intranets, and the Internet 452.

[0109] When used in a LAN networking environment, the computer [[500]]400 is connected to the LAN [[571]]450 through a network interface or adapter [[570]]494. When used in a WAN networking environment, the computer [[500]]400 typically includes a modem [[572]]446 or other means for establishing communications over the WAN [[573]], such as the Internet 452. The modem [[572]]446, which may be internal or external, may be connected to the system bus [[521]] via the user input interface [[560]], or other appropriate mechanism. In a networked environment, program modules depicted relative to the computer [[500]]400, or portions thereof, may be stored in the remote memory storage device. By way of example, and not limitation, FIG. [[5]]4 illustrates remote application programs [[585]]456 as residing on memory device [[581]]. It will be appreciated that the network connections shown are exemplary and other means of establishing a communications link between the computers may be used.